AMENDMENTS TO THE CLAIMS:

Applicant respectfully requests that this listing of claims replace the prior versions, and listings, of claims in the application.

1. (Currently amended) A method of initiating a multiplayer game in an electronic gaming device, comprising:

providing a gaming calendar item in the electronic gaming device, the item comprising a time for a multiplayer gaming session and a game to be played,

storing the gaming calendar item in a calendar application of the gaming device,

displaying an alarm on a display of the device based on the stored gaming calendar item when the gaming session is due, the alarm comprising a query whether or not to participate in the session,

receiving a reply to the query,

starting the game in a multiplayer mode in the gaming device in response to a positive reply.

2. (Original) The method of claim 1, further comprising:

sending the gaming calendar item to at least one other gaming device.

3. (Original) The method of claim 1, wherein the gaming calendar item comprises information about a server of the multiplayer game.

4. (Currently amended) A method of initiating a multiplayer game in an electronic gaming device, comprising:

receiving a gaming calendar item, the item comprising a time for a multiplayer gaming session and a game to be played,

storing the gaming calendar item in a calendar application of the gaming device,

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displaying an alarm on a display of the device <u>based on the stored gaming calendar item</u> when the gaming session is due, the alarm comprising a query whether or not to participate in the session,

receiving a reply to the query,

starting the game in a multiplayer mode in the gaming device in response to a positive reply.

5. (Currently amended) An electronic gaming device comprising

a communication unit providing bi-directional communication with at least one other gaming device,

a display,

a controlling unit connected to the display and the communication unit, providing an electronic calendar application,

a memory connected to the controlling unit to store a gaming calendar item <u>in the electronic calendar application</u>, the item comprising a time for a multiplayer gaming session and a game to be played,

the controlling unit being configured to

display an alarm on the display of the device <u>based on the stored gaming calendar item</u> when the gaming session is due, the alarm comprising a query whether or not to participate in the session,

start the game in a multiplayer mode in the gaming device in response to a positive reply.

6. (Original) The electronic gaming device of claim 5, wherein the device is configured to send the gaming calendar item to at least one other gaming device.

7. (Original) The electronic gaming device of claim 5, wherein the gaming calendar item comprises information about the server of the multiplayer game, and the device is configured to connect to the server when the game is started.

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8. (Currently amended) An electronic gaming device comprising

a communication unit providing bi-directional communication with at least one other gaming device,

a display,

a controlling unit connected to the display and the communication unit, providing an electronic calendar application,

the controlling unit and the communication unit being configured to receive a gaming calendar item, the item comprising a time for a multiplayer gaming session and a game to be played,

the device further comprising a memory connected to the controlling unit to store the gaming calendar item in the electronic calendar application,

the controlling unit being configured to

display an alarm on the display of the device based on the stored gaming calendar item when the gaming session is due, the alarm comprising a query whether or not to participate in the session,

start the game in a multiplayer mode in the gaming device in response to a positive reply.

9. (Currently amended) A computer program product encoding a computer program of instructions for executing a computer process for initiating a multiplayer game in an electronic gaming device, the process comprising:

providing a gaming calendar item in an electronic gaming device, the item comprising a time for a multiplayer gaming session and the game to be played,

storing the gaming calendar item in a memory of the electronic gaming device,

displaying an alarm on a display of the device based on the stored gaming calendar item when the gaming session is due, the alarm comprising a query whether or not to participate in the session,

receiving a reply to the query,

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starting the game in a multiplayer mode in the gaming device in response to a positive reply.

10. (Original) The product of claim 9, further comprising:

sending the gaming calendar item to at least one other gaming device.

11. (Currently amended) A computer program distribution medium readable by a computer and encoding a computer program of instructions for executing a computer process for initiating a multiplayer game in an electronic gaming device, the process comprising:

providing a gaming calendar item in an electronic gaming device, the item comprising a time for a multiplayer gaming session and the game to be played,

storing the gaming calendar item in a memory of the electronic gaming device,

displaying an alarm on the display of the device based on the stored gaming calendar item when the gaming session is due, the alarm comprising a query whether or not to participate in the session,

receiving a reply to the query,

starting the game in a multiplayer mode in the gaming device in response to a positive reply.

12. (Currently amended) The computer program distribution medium of claim 11, the distribution medium comprising a computer readable medium, a program storage medium, a record medium, a computer readable memory, a computer readable software distribution package, a computer readable signal, a computer readable telecommunications signal, and a computer readable compressed software package.